

## W12937 Mondo Mancala & More Instructions

**Mancala** - Inflate the Mancala "board" until it is fully inflated. If using a high pressure pump used to fill bike tires or sports balls, be careful not to overinflate. The Mancala 'board' is made up of two rows of six holes, or pits, each. Set-up the game with four balls in each pit. The color of the balls used in each pit is irrelevant. Each player has a 'store' to their right side of the Mancala board.

The game begins with one player picking up all of the pieces in any one of the holes on their side. Moving counter-clockwise, the player deposits one of the stones in each hole until the stones run out. If you run into your own store, deposit one piece in it. If you run into your opponent's store, skip it. If the last piece you drop is in your own store, you get a free turn. If the last piece you drop is in an empty hole on your side, you capture that piece and any pieces in the hole directly opposite. Always place all captured pieces in your store.

The game ends when all six spaces on one side of the Mancala board are empty. The player who still has pieces on his side of the board when the game ends captures all of those pieces. Count all the pieces in each store. The winner is the player with the most pieces.

Tip - Planning ahead is essential to victory in board games like Mancala. Try to plan two or three moves into the future.

Variations – Eliminate the capture rule.



### Toss Games

#### Opposites

1. Give each player an equal number of beanbags, hacky sacs or other objects to toss. 4 to 6 beanbags per team are recommended. Beanbags and hacky sacs are not included. The balls that come with the game can be used, but tend to bounce off the pockets too easily.
2. Place the Mancala board on the ground and mark a toss line about 6 feet on each side of the board parallel to the long sides of the board. Each player or team will toss from opposite sides of the board. If using the included balls as the toss objects, move the toss line to about 3 feet away from the board.
3. The oldest player will toss first and then the players will alternate. The goal of the game is to toss as many objects as possible into the pockets that are on the side of the Mancala board that is closest to them.
4. Once all the objects have been tossed, players count up how many points they have earned by counting all the objects in the pockets closest to them. Players earn points no matter which player or team tossed the object into their pockets. The player with the most points wins.
5. Colors Variation – Assign each team a specific color (or colors) of objects. Players earn 3 points for objects in their pockets, 2 points for objects in their opponent's pockets and 1 point for objects in either store area. The player with the most points wins.

#### Ladder

1. Give each player 10 objects to toss.
2. Draw a toss line on the ground about 2 feet from either end of the board (the narrow width).
3. The oldest player will toss first and will be trying to toss their objects into the pockets along the left side of the Mancala board. The younger player will be trying to toss their objects into the pockets on the right side of the board. Players will alternate tosses until all objects have been tossed.
4. Scoring – Players will earn points for any objects in their pockets regardless of who tossed them. A player earns 1 point for landing an object in the pocket closest to them, 2 points for the pocket that is 2<sup>nd</sup> closest, 3 points for the pocket that is 3<sup>rd</sup> closest to them, with point values increasing up to the furthest pocket that is worth 6 points. No points are earned for objects that land in the store areas. Note that a player can only earn the points for a pocket once, thus if 3 objects are in their 1-point pocket, they still only earn 1 point for that pocket. Scoring for a round is done after each player has tossed all 10 of their objects. A 5-point bonus is earned if a player has filled all their pockets. Thus a maximum of 26 points can be earned by a player per round (6+5+4+3+2+1+5 bonus points).
5. The player with the most points after 3 rounds wins the game. If the score is tied players toss a single object and the player with the higher point value wins.